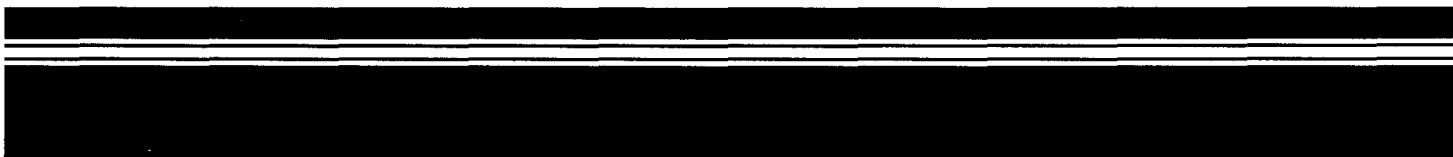


# Security System



**VISTA-50**  
**VISTA-50UL**



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# SYSTEM OVERVIEW

## **General**

Congratulations on your ownership of an Ademco Partitioned Security System. You've made a wise decision in choosing it, for it represents the latest in security protection technology today. Ademco is the world's largest manufacturer of security systems and millions of premises are protected by Ademco systems.

This system offers you three forms of protection: burglary, fire and emergency. To realize the system's full potential, it is important that you feel comfortable in operating it. Your system consists of at least one Console which provides full control of system operation, various sensors which provide perimeter and interior burglary protection, plus a selected number of strategically placed smoke or combustion detectors designed to provide early warning in case of fire.

The system uses microcomputer technology to monitor all protection zones and system status and provides appropriate information for display on the Console(s) used with the system, and initiates appropriate alarms. Your system may also have been programmed to automatically transmit alarm or status messages over the phone lines to a central alarm monitoring station.

## **A Partitioned System**

Simply stated, a partitioned system shares one physical alarm system among different users, each with their own requirements. For the most part, you as a user need not know about other users and their structure in the system, but from time to time, you may see display messages which indicate the system is in use by another user. Do not be concerned, this is normal. Refer to the ACCESSING OTHER PARTITIONS section for additional information.

# SYSTEM OVERVIEW

## **Zones**

Your system's sensing devices have been assigned to various "zones." For example, the sensing device on your Entry/Exit door may have been assigned to zone 01, sensing devices on windows in the master bedroom to zone 02, and so on. These numbers will appear on the display, along with an alpha descriptor for that zone (if programmed), when an alarm or trouble condition occurs.

## **Burglary Protection**

The burglary protection portion of your system must be turned on or "armed" before it will sense burglary alarm conditions. Your system provides four modes of burglary protection: STAY, AWAY, INSTANT and MAXIMUM, and even allows you to BYPASS selected zones of protection while leaving the rest of the system armed. The system also provides a CHIME mode, for alerting users to the opening and closing of doors and windows while the system is disarmed. Refer to the other sections of this manual for procedures for using these features.

The following table lists the four different arming modes and the results of each.

Arming Mode	Features For Each Arming Mode			
	Exit Delay	Entry Delay	Perimeter Armed	Interior Armed
AWAY	Yes	Yes	Yes	Yes
STAY	Yes	Yes	Yes	No
INSTANT	Yes	No	Yes	No
MAXIMUM	Yes	No	Yes	Yes

# SYSTEM OVERVIEW

## **Fire Protection**

The fire protection portion of your security system (if used) is always on and will sound an alarm if a fire condition is detected. Refer to the FIRE ALARM SYSTEM section for important information concerning fire protection, smoke detectors and planning emergency exit routes from your house.

## **Alarms**

When an alarm occurs, both the console and external sounders will sound, and the console will display the zone(s) causing the alarm. If your system is connected to a central monitoring station, an alarm message will also be sent. To stop the alarm sounding, simply disarm the system.

## **Memory of Alarm**

When an alarm condition occurs, the console displays the number(s) of the zone(s) that caused the problem, and displays the type of alarm (ex. FIRE, ALARM). It remains displayed until it is cleared by disarming the system (see DISARMING THE SYSTEM section).

# SYSTEM OVERVIEW

## **Using Schedules**

Your system may have been programmed with schedules for automatically arming, disarming and activating various devices and/or performing other system functions at predetermined times. Users can modify some of these schedules by manually delaying a closing time, using temporary schedules, or by programming special user schedules. Refer to the USING SCHEDULES section at the end of this manual for scheduling related procedures.

## **Device Timers**

The system provides up to 20 "timers" which can be used to control various devices, such as lights or appliances. These timers are similar in concept to the individual appliance timers that might be purchased at a department store. The devices that can be controlled are programmed into the system by the installer. Up to 16 of these devices can be programmed. Refer to the PROGRAMMING DEVICE TIMERS section for procedures.

## **To Access Another Partition (GOTO Command)**

Each console is assigned a default partition for display purposes, and will show only that partition's information. But, if the user is authorized, a console in one partition can be used to perform system functions in another partition by using the **GOTO** command. Note that only those partitions authorized and programmed by the installer can be accessed in this manner.

To **GOTO** another partition, enter your security code, then press **\*** followed by the desired partition number (1-8).

The console will remain in the new partition until directed to go to another partition, or until 120 seconds has elapsed with no keypad activity. Entering partition number 0 will return the console to its original partition.

# SYSTEM OVERVIEW

## **Self-Help Feature**

Abbreviated user's instructions are built into the system that can be easily viewed on the alpha console's message display screen. This feature will prove particularly useful if this manual is not conveniently accessible when you need to perform a system procedure with which you are not familiar.

### **To view the abbreviated instructions:**

1. Simply press and hold down the function key of interest until the description starts to appear (about 5 seconds) and then release it.

Refer to the FUNCTIONS OF THE CONSOLE section for descriptions of each key function.

## **Phone Access & Voice Response Capability**

Your system may include a voice module that will permit you to access the system via a Touch-tone phone, either on-premises or by call-in when away. The phone access feature will enable you to do the following:

- Receive synthesized voice messages over the telephone regarding the status of the security system.
- Arm and disarm the system and perform most function commands via the telephone, with voice confirmation provided after each command entry.

Complete information regarding the use of this feature is provided in a separate manual entitled PHONE ACCESS USER'S GUIDE, which accompanies the voice module.

# ABOUT THE CONSOLES

## General

**IMPORTANT:** If the console beeps rapidly upon entering the premises, it indicates that an alarm has occurred during your absence. LEAVE IMMEDIATELY and CONTACT THE POLICE from a nearby safe location.

Your consoles allow you to control all system functions. The consoles feature a telephone style (digital) keypad and a Liquid Crystal Display (LCD) which shows the nature and location of all occurrences. Console display back lighting is programmable to always stay on or to light only when a key is pressed, then turn off a few minutes later.

The consoles also feature a built-in sounder which will sound during alarms and troubles. It will also "beep" during certain system functions, such as during entry/exit delay times, during CHIME mode, and when depressing keys to arm and disarm the system (to acknowledge the key press). These sounds can be optionally suppressed in some of your consoles (so as not to disturb other users of the system). Ask your installer if this has been done.

There are two basic types of consoles – a FIXED-WORD console and an ALPHA console. These consoles are available in two styles, shown as style A and style B, either of which may have been used in your system. Although different in appearance, both styles are functionally the same. The keypads on style B consoles are located behind a flip-down cover which can be removed, if desired.

## The Alpha Console

Alpha consoles feature a 2-line, 32 character alphanumeric Liquid Crystal Display (LCD) which can display system messages in friendly English. Abbreviated user's instructions can also be displayed (see **Self Help** paragraph in the SYSTEM OVERVIEW section). These consoles can also be programmed with custom zone descriptors.

## The Fixed-Word Console

Fixed-Word consoles are functionally identical to alpha consoles, but the LCD display uses pre-designated words to identify nature and location of occurrences.

# ABOUT THE CONSOLES

## Fixed-Word Console Displays

**AWAY:** All burglary zones, interior & perimeter, are armed.

**STAY:** Perimeter burglary zones, such as windows & doors, are armed.

**INSTANT:** Perimeter burglary zones armed and entry delay is turned off.

**BYPASS:** One or more burglary protection zones have been bypassed.

**NOT READY:** Appears when burglary portion of the system is not ready for arming (due to open protection zones).

**READY:** The burglary system is ready to be armed.

**NO AC:** Appears when AC power has been cut off. System is operating on backup battery power.

**AC:** Appears when AC power is present.

**CHIME:** Appears when the CHIME feature is activated.

**BAT:** Low battery condition in a wireless sensor (if ID number displayed) or low system battery (if no ID number displayed).

**ALARM:** Appears when an intrusion has been detected and the system is armed (also appears during a fire alarm or audible emergency alarm). Accompanied by the protection zone ID in alarm.

**CHECK:** Appears when a malfunction is discovered in the system at any time or if a trouble is detected in a FIRE zone at any time or in a DAY/NIGHT burglary zone during a disarmed period. Accompanied by a display of zone number in trouble.

**FIRE:** Appears when a fire alarm is present. Accompanied by a display of the zone in alarm.

00	AWAY	NO AC
ALARM	STAY	CHIME
CHECK	INSTANT	BAT
FIRE	BYPASS	
	NOT READY	

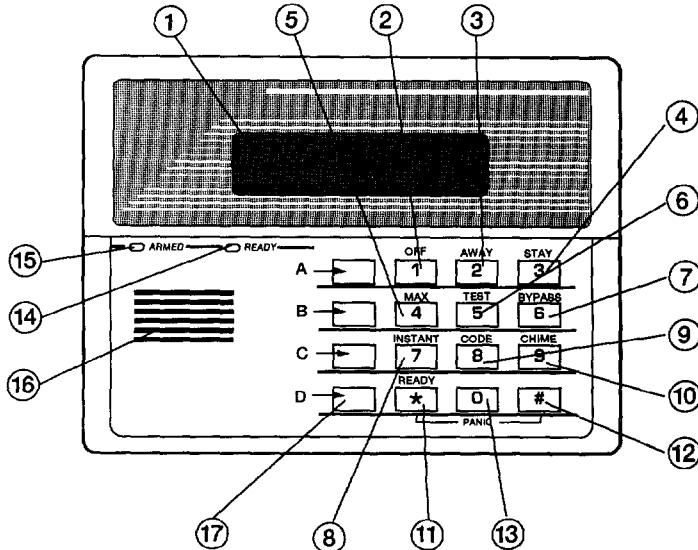
FIXED-WORD CONSOLE DISPLAY WINDOW  
(STYLE "A")

00	AWAY	NO AC
ALARM	STAY	BYPASS
FIRE	CHECK	NOT READY
	INSTANT	CHIME BAT

FIXED-WORD CONSOLE DISPLAY WINDOW  
(STYLE "B")

# FUNCTIONS OF THE CONSOLE

1. **ALPHA DISPLAY WINDOW:** A 2-line, 32-character Liquid Crystal Display (LCD). Displays protection point identification and system status, messages, and user instructions.
2. **OFF KEY:** Disarms the burglary portion of the system, silences alarms and audible trouble indicators, and clears visual alarm trouble after the problem has been corrected.
3. **AWAY KEY:** Completely arms both perimeter and interior burglary protection for backup protection by sensing an intruder's movements through protected interior areas as well as guarding protected doors, windows, etc. Late arrivals can enter through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires.
4. **STAY KEY:** Arms the perimeter burglary protection, guarding protected doors, windows and other perimeter protection points, and sounds an alarm if one is opened. Interior protection is not armed, which allows movement within your house without causing an alarm. Late arrivals can enter through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires.
5. **MAXIMUM KEY:** Arms in manner similar to AWAY mode, but eliminates the entry delay period, thus providing maximum protection. An alarm will occur immediately upon opening any protection point, including entry delay zones.
6. **TEST KEY:** Tests the system and alarm sounder if disarmed.
7. **BYPASS KEY:** Removes individual protection zones from being monitored by the system. Displays previously bypassed protection zones.
8. **INSTANT KEY:** Arms in manner similar to STAY mode, but turns off the entry delay period, offering greater security while inside and not expecting any late arrivals. An alarm will occur immediately upon opening any perimeter protection point, including entry delay zones.
9. **CODE KEY:** Allows the entry of additional user codes that can be given to other users of the system.
10. **CHIME KEY:** Turns on & off the CHIME mode. When on, any entry through a protected delay or perimeter zone while the system is disarmed will cause a tone to sound at the Console(s).
11. **READY KEY:** When depressed prior to arming the system, the console will display all open protection zones within the console's home partition. This key is also used to display all zone descriptors that have been programmed for your system, by holding the key down for at least 5 seconds.
12. **# KEY:** Permits ARMING of the system without use of a security code ("Quick Arm", if programmed).
13. **KEYS 0-9:** Used to enter your individual security access code(s).
14. **POWER/READY INDICATOR:** (GREEN) On some consoles, this lights when primary power is on. If off, system is operating on its backup battery power. **CALL YOUR INSTALLER IMMEDIATELY.** On other types of consoles, lit indicates system is ready to be armed, while unlit indicates system not ready.
15. **ARMED INDICATOR:** (RED) Lit when the system has been armed (STAY, AWAY, INSTANT or MAXIMUM).
16. **INTERNAL SOUNDER:** Source of audible internal warning and confirmation sounds, as well as alarms (see "Summary of Audible Notifications").
17. **A-B-C PANIC KEYS:** Refer to the PANIC KEYS section for descriptions of these keys.



Typical Style "B" Alpha Console shown above. Fixed-work consoles are functionally the same except for screen displays and emergency key configuration.

**Note:** Unless stated otherwise, most procedures in this manual apply to all console types and styles. Some procedures, however, are specifically intended for use by alpha consoles only.

**IMPORTANT!:** When using the keypad to enter codes and commands, sequential key depressions must be made within 3 seconds of one another. If 3 seconds elapses without a key depression, the entry is aborted and must be repeated from its beginning.

# ENTRY/EXIT DELAYS

## General Information

Your system has preset time delays, known as exit delay and entry delay. Whenever you arm your system, **exit delay** gives you time to leave through the designated exit door without setting off an alarm. Exit delay begins immediately after entering any arming command, and applies to all modes of arming protection. If programmed, a slow beeping will sound throughout the exit delay period.

**Entry Delay** gives you time to disarm the system when you reenter through the designated entrance door. But the system must be disarmed before the entry delay period ends, or an alarm will occur. The console will beep during the entry delay period, reminding you to disarm the system. You can also arm the system with no entry delay at all by using either **INSTANT** or **MAXIMUM** arming modes. These modes provide greater security while on the premises or while away for extended periods of time. See your installer for your delay times.

# SECURITY CODES & AUTHORITY LEVELS

## General Information

At the time of installation, you were assigned an authority level and a personal four-digit security code, known only to you and yours. The security code must be entered when arming and disarming the system. The authority level defines the system functions that you can perform.

As an additional safety feature, other users that do not have a need to know your code can be assigned different security codes, and each user can be given a different authority level. Users are identified by "user numbers", which are assigned when assigning a user's security code.

All codes can be used interchangeably when performing system functions within the limits of each code's authority level (a system armed with one user's code can be disarmed by another user's code), with the exception of the Operator Level C code. See AUTHORITY LEVELS section on the following page for detailed information regarding user authority levels.

## Duress Code

This feature is intended for use when you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the central station of your situation, if that service has been provided. The duress code is pre-assigned by the installer during installation (authority level 6).

**Important:** This code is useful only when the system is connected to a central station.

## Quick Arming

Note that if "Quick Arming" was programmed by the installer, the **#** key can be pressed in place of the security code when arming the system. The security code must always be used to disarm the system, however.

# SECURITY CODES & AUTHORITY LEVELS

## Authority Levels

Authority levels define the system functions a particular user can perform. Depending on the authority assigned to you, there are certain system functions you may be prohibited from performing. In summary, there are six authority levels, each having certain system restrictions as shown below.

**Level 1 Master:** Can perform all system functions in assigned partitions, and can add, delete or change Manager and Operator level users. Master codes are added by the Installer.

**Level 2 Manager:** Can perform system functions in assigned partitions, and can add, delete or change Operator level users.

**Level 3 Operator A:** Can perform system functions in assigned partitions, but cannot add or delete other users.

**Level 4 Operator B:** Same as Operator A, except Operator B cannot bypass zones of protection.

**Level 5 Operator C:** Can arm the system in assigned partitions, but cannot disarm the system **unless** the system was armed with this code. This code is typically assigned to someone who has a need to arm/disarm the system only at certain times (such as a baby-sitter).

**Level 6 Duress:** Can arm and disarm the system, but also sends a silent panic alarm to the central station, if that service is connected.

## To view your authority level and system capabilities:

1. Enter your code + **\*** + **\***.

The console will display the partition(s) that you are authorized to operate, and your user number and authority level in each partition.

# SECURITY CODES & AUTHORITY LEVELS

## General Rules on Authority Levels and Changes

- A user may not delete or change the user code of the SAME or HIGHER authority than which he is assigned.
- A user may only ADD users to a LOWER authority level.
- A user may assign access codes only to those partitions to which the user adding the code has access. (ex. a user with access to only partition 1 cannot assign codes in partition 2.)
- The only way to assign a user's authority level is by using the "Add A User" procedure. To change a user's authority level, that user must first be deleted, then added again.
- A user can only be DELETED or CHANGED from within the partition he is assigned.
- User numbers must be entered as 2-digit entries. Single digit user numbers must be preceded by a "0" (example, 03, 04, etc.). Security codes are entered as 4-digit numbers.
- Before assigning a security code, be sure it does not conflict with any DURESS code.

**Note:** When adding, changing or deleting users, all other alpha consoles in that partition will display "User Edit Mode – Please Stand By", and key depressions (except Panic) at those consoles will be ignored. Panic key depressions will cause an alarm and terminate user entry.

## To Exit User Edit Mode

You can exit any of the user edit modes described on the following pages at any time by doing the following:

1. Press either **\*** or **#**, or don't press any key for 10 seconds.

# SECURITY CODES & AUTHORITY LEVELS

## To Add a User

**IMPORTANT:** Temporary users should not be shown how to use any system function they do not need to know (e.g. bypassing protection zones).

1. Enter Master or Manager code and press the **CODE** **8** key.
2. Enter the new user's 2-digit User Number (01-99).
3. Enter 4-digit security code for that user. The following prompts will appear.

ADD NEW USER?  
0 = NO. 1 = YES

Enter 1 to add a new user code. Entering 0 will change the existing user's code to the code entered in step 3. See Changing A User's Code section.

USER NUMBER =3  
ENTER AUTH LEVEL

Enter the authority level, 1-6, for this user within this partition.  
1=master      3=operator A    5=operator C  
2=manager     4=operator B    6=duress code

RF BUTTON P?  
0 = NO. 1 = YES

This prompt will appear if a 5800 series button transmitter has been supplied and has not yet been assigned to a user. Press 1 if a button transmitter will be assigned to this user. Otherwise press 0.

ENTER BUTTON ZN#  
(01-64)

If assigning a button transmitter, this prompt will appear. Enter the button's zone number (see your installer for zone number).

# SECURITY CODES & AUTHORITY LEVELS

## To Add a User (continued)

MULTI-ACCESS?  
0 = NO, 1 = YES

If you as a user have access to other partitions, the console will prompt for ability of this new user to access (GOTO) those partitions. Press 0 (NO) or 1 (YES). If no, the system activates this user code and exits "Add a User" mode. If yes, the console prompts for the Global Arm option for this user.

GLOBAL ARM?  
0 = NO, 1 = YES

Press 1 (YES) if this user will be allowed to arm more than one partition. Press 0 if this user will arm only his assigned partition.

PART.2 - SHGP?  
0 = NO, 1 = YES

The console now prompts for the user's access to the next partition (see GOTO command). Again press 0 or 1. If yes, the system will automatically assign a user number for use in that partition and will prompt for the authority level and global arm option for this user within the partition (see previous steps).

PART.1 \* WHSE  
USER 03 AUTH=3G.

When all partitions have been displayed, the console will scroll through the partition(s) to which access has been assigned, and will display the user number, authority level and global arm option for each. The "G" after the authority level indicates that the global arm feature is active for this user in the displayed partition. The "\*" indicates the partition from which this user can be changed or deleted. The "." at the end of the second line indicates that this user sends open/close reports. Open/close reporting is automatically active for any users added by you, if you have open/close reporting active.

# SECURITY CODES & AUTHORITY LEVELS

## To Change a User's Code

1. Enter Master or Manager code and press the **CODE** **8** key + user number to be changed.
2. Enter the new code for that user.

ADD NEW USER?  
0 = NO, 1 = YES

USER 02 CHANGED  
SUCCESSFULLY

The system will recognize that the user number is already in use and will prompt whether or not this is a new user. Enter 0 to change the existing user's code to the code entered in step 3.

The system will confirm that the change is allowed based on authorization level, and if so, will put the new code into effect.

**Note that if changing one's own code, the system will prompt for the new code to be reentered. This prevents accidentally changing a high level code.**

## To Delete a User

1. Enter Master or Manager code and press the **CODE** **8** key + User Number to be deleted.
2. Enter Master or Manager code first entered.

OK TO DELETE  
0 = NO, 1 = YES

USER CODE  
DELETED

The system will recognize that the User number is already in use and will prompt to confirm that it should be deleted. Press 0 (NO) or 1 (YES).

If yes, that user's code will be removed from all partitions to which it was assigned, and all authorization levels and other information about that user will be deleted. Note that a user can only be deleted from the partition in which it was first assigned, and can only be deleted by a user with a higher authority level. A User's security code cannot be deleted by oneself.

# ACCESSING OTHER PARTITIONS

(GOTO Command and Global Arming)

## To Access Another Partition

Each console is assigned a default partition for display purposes, and will show only that partition's information. But, if the user is authorized, a console in one partition can be used to perform system functions in other partitions by using the **GOTO** command. Note that only those partitions authorized and programmed by the installer can be accessed in this manner.

### To GOTO another partition:

READY

1. Enter your security code, then press **\*** + partition number (0-8).

Entering partition number 0 will return the console to its original partition.

2. **LOG-ONTO AAAA**

**PART.X COMPLETE**

The console will remain in the new partition until directed to go to another partition, or until 2 minutes has elapsed with no keypad activity.

AAAA = alpha descriptor programmed by the installer

X = partition number

## Global Arming

The Global Arming option may have been programmed for use by some users. If Global Arming was enabled for use with your security code, a console prompt (message) will appear after pressing one of the arming function keys (STAY, INSTANT, AWAY, MAXIMUM, OFF). Follow the console prompts to continue arming the system. See your installer for detailed instructions on the use of this feature.

If global arming does not apply to your security code, use the procedures described in the following pages.

# CHECKING FOR OPEN ZONES

## Using the READY Key

Before arming your system, all protected doors, windows and other protection zones must be closed or bypassed (see BYPASSING section). Otherwise the console will display a "Not Ready" message. Using the **READY** key will display all zones that are faulted, making it easier for you to secure any open zones.

### To show faulted zones:

**DISARMED - PRESS  
\* TO SHOW FAULTS**

**Note:** Some consoles light a green LED when the system is ready. If not lit, the system is not ready to be armed.

1. Do not enter security code, but simply press  .

**FAULT 05 FRONT  
UPSTAIRS BEDROOM**

**Typical fault display**

2.   
**DISARMED  
READY TO ARM**

Secure or bypass the zones displayed before arming the system. The "Ready" message will be displayed<sup>†</sup> when all protection zones have been either closed or bypassed.

<sup>†</sup> **NOTE:** All or part of this message may be replaced by a customized message programmed by the installer. Bear this in mind whenever the instructions indicate that the "DISARMED" or "READY" message will be displayed.

# DISPLAYING ALL ZONE DESCRIPTORS

## Using the READY Key

The Alpha Consoles can also display all the zone descriptors that are programmed in your system. The abbreviated instructions for the **READY** key will appear first, followed by the zone descriptors. Displaying all descriptors is useful when you need to know the zone number of a particular zone, as when bypassing zones.

**The "Disarmed-Ready to arm" message must be displayed before zone descriptors can be displayed.**

READY

1. Press the  key and hold down for at least 5 seconds.

# BYPASSING PROTECTION ZONES

## Using the **6** **BYPASS** Key

This key is used when you want to arm your system with one or more zones intentionally unprotected. Bypassed zones are unprotected and will not cause an alarm when violated while your system is armed. All bypasses are removed when an OFF sequence (security code plus OFF) is performed. Bypasses are also removed if the arming procedure that follows the bypass command is not successful.

**Note: The system will not allow fire or emergency zones to be bypassed.**

**To bypass zones, the system must be disarmed first.**

BYPASS

1. Enter your security code and press **6**.
2. Enter zone number(s) for the zones to be bypassed (e.g., 01, 02, 03, etc.).  
**Important!** All single-digit numbers must be preceded by a zero (for example, enter 01 for zone 1).
3. **BYPASS 01FRONT  
UPSTAIRS BEDROOM**  
Typical bypass message  
When finished, the console will display the word BYPASS along with each bypassed zone number. Wait for these zones to be displayed before arming. Arming the system before bypassed zones are displayed eliminates all bypasses.
4. **DISARMED BYPASS  
READY TO ARM**  
Arm the system as usual when the console displays "ready" to arm message.

# BYPASSING PROTECTION ZONES

## Quick Bypass

Your system allows you to easily bypass all open (faulted) zones without having to enter zone numbers individually.

**Note:** All bypasses are removed when an OFF sequence (security code plus OFF) is performed.

### To use the Quick Bypass feature:

1. Enter your security code and press **6** then press **#**.

2. **BYPASS 01FRONT  
UPSTAIRS BEDROOM**

Typical bypass message

BYPASS

**6**

then press **#**.

In a few moments, all open zones will be displayed along with the word BYPASS. Wait for these zones to be displayed before arming. Arming the system before bypassed zones are displayed eliminates all bypasses.

3. **DISARMED BYPASS  
READY TO ARM**

Arm the system as usual when the console displays the "ready" to arm message. Bypassed zones are unprotected and will not cause an alarm when violated while your system is armed.

## Displaying Bypassed Zones

For determining what zones have been previously bypassed. Bypassed zones can be displayed only when system is disarmed.

BYPASS

1. Enter your security code and press **6**.
2. Wait for all bypassed zones to be sequentially displayed.

# **ARMING PERIMETER ONLY**

## **(With Entry Delay ON)**

### **Using the 3 STAY key**

Use this key when you are staying home, but might expect someone to use the entrance door later.

When armed in STAY mode, the system will sound an alarm if a protected door or window is opened, but you may otherwise move freely throughout the premises. Late arrivals can enter through the entrance door without causing an alarm, but they must disarm the system within the entry delay period or an alarm will occur.

**Close all perimeter windows and doors before arming (see CHECKING FOR OPEN ZONES section)**

**STAY**

1. Enter your security code and press  3.
2.  The console will beep three times and will display the armed message.

**Note:** "ZONE BYPASSED" in this display simply indicates that the interior zones of protection are not armed when using STAY mode.

# **ARMING PERIMETER ONLY**

## **(With Entry Delay OFF)**

### **Using the 7 INSTANT Key**

Use this key when you are staying home and do not expect anyone to use the entrance door.

When armed in INSTANT mode, the system will sound an alarm if a protected door or window is opened, but you may otherwise move freely throughout the premises. The alarm will also sound immediately if anyone opens the entrance door.

**Close all perimeter windows and doors before arming (see CHECKING FOR OPEN ZONES section)**

INSTANT

1. Enter your security code and press **7**.

2. **ARMED "INSTANT"  
ZONE BYPASSED**

The console will beep three times and will display the armed message.

**Note:** "ZONE BYPASSED" in this display simply indicates that the interior zones of protection are not armed when using STAY mode.

# **ARMING ALL PROTECTION**

## **(With Entry Delay ON)**

**Using the  AWAY Key**

Use this key when no one will be staying on the premises.

When armed in AWAY mode, the system will sound an alarm if a protected door or window is opened, or if any movement is detected inside the premises. You may leave through the entrance door during the exit delay period without causing an alarm. You may also reenter through the entrance door, but must disarm the system within the entry delay period or an alarm will occur.

**Close all perimeter windows and doors before arming (see CHECKING FOR OPEN ZONES section)**

1. Enter your security code and press **AWAY  2**.
2. **ARMED \*\*AWAY\*\*  
YOU MAY EXIT NOW**

The console will beep twice and will display the armed message.

**Note:** The "YOU MAY EXIT NOW" portion of the message disappears when exit delay expires.

# ARMING ALL PROTECTION

## (With Entry Delay OFF)

### 4 Using the MAXIMUM Key

Use this key when the premises will be vacant for extended periods of time such as vacations, etc., or when no one will be moving through protected interior areas.

When armed in MAXIMUM mode, the system will sound an alarm if a protected door or window is opened, or if any movement is detected inside the premises. You may leave through the entrance door during the exit delay period without causing an alarm, but an alarm will be sounded as soon as someone reenters.

**Close all perimeter windows and doors before arming (see CHECKING FOR OPEN ZONES section)**

1. Enter your security code and press **4**.

2. **ARMED 'MAXIMUM'  
YOU MAY EXIT NOW**

The console will beep twice and will display the armed message.

**Note:** The "YOU MAY EXIT NOW" portion of the message disappears when exit delay expires.

# DISARMING AND SILENCING ALARMS

## Using the 1 OFF Key

The OFF key is used to disarm the system and to silence alarm and trouble sounds. See "SUMMARY OF AUDIBLE NOTIFICATION" section for information which will help you to distinguish between FIRE and BURGLARY alarm sounds.

**IMPORTANT:** If you return and the main burglary sounder is on, DO NOT enter the premises, but call the police from a nearby safe location. If you return after an alarm has occurred and the main sounder has shut itself off, the console will beep rapidly upon entering, indicating that an alarm has occurred during your absence. LEAVE IMMEDIATELY and CONTACT THE POLICE from a nearby safe location.

### To disarm the system and silence burglary or fire alarms:

OFF

1. Enter your security code and press 1.

DISARMED  
READY TO ARM

The Ready message will be displayed (if no alarms have occurred while armed) and the console will beep once to confirm that the system is disarmed.

## Memory of Alarm

The console displays the zone number and type of alarm for any zone that has an alarm condition. These messages will remain displayed until cleared by a user. If an alarm has occurred, note the zone number displayed on the console and repeat step 1 above to clear the "Memory of Alarm" and restore the Ready message display. If the Ready message will not display, go to the displayed zone and remedy the fault (close windows, etc.). If the fault cannot be remedied, notify the alarm agency.

If the system was armed when the alarm occurred, repeat step 1 twice: once to disarm the system, a second time to clear the display.

# USING THE KEYSWITCH

## General

Your system may be equipped with a keyswitch for use when arming and disarming. A red and green light on the keyswitch plate indicate the status of your system as follows:

**Green Light:** Lights when the system is **disarmed and ready** to be armed (no open zones). If the system is disarmed and the green light is off, it indicates the system is not ready (one or more zones are open).

**Red Light:** Lights when system is armed or memory of alarm exists.

Lit Steady: System is **armed in AWAY mode**.

Slow Flashing: System is **armed in STAY mode**.

Rapid Flashing: Memory of alarm, indicating an alarm has occurred .

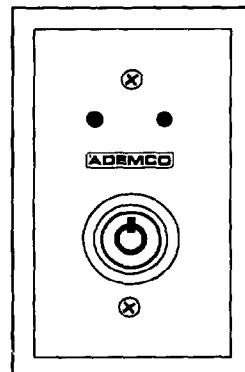
## Arming

**To arm in the AWAY mode**, turn the key to the right for 1/2 second and release. Consoles will beep twice and the red light will stay on steady.

**To arm in the STAY mode**, turn the key to the right and hold for longer than 3 seconds, then release. Consoles will beep three times and the red light will flash slowly.

## Disarming

**To disarm the system**, turn the key to the right and release. If an alarm has occurred, the red light will be flashing rapidly (memory of alarm).



# CHIME MODE

## Using the **9** Key

Your system can be set to alert you to the opening of a door or window while it is disarmed by using CHIME mode. When activated, three tones will sound at the Console whenever a protected perimeter door or window is opened, and the Not Ready message will be displayed. Pressing the **READY** key will display the open protection points.

Note that Chime mode can be activated only when the system is disarmed.

1. To turn Chime Mode on, enter the security code and press **9**.

CHIME MODE ON

The CHIME MODE ON message will appear for about two seconds then disappear. To display this message again (to determine whether chime mode is on or off), simply press and hold down the **CHIME key** for 5 seconds.

2. To turn Chime Mode off, enter the security code and press **9** again.

CHIME MODE OFF

The CHIME MODE OFF message will appear for about two seconds then disappear. To display this message again (to determine whether chime mode is on or off), simply press and hold down the **CHIME key** for 5 seconds.

# VIEWING CENTRAL STATION MESSAGES

## General Information

Users of the system may periodically receive messages on their display screens from their monitoring agency or installer. When a message is waiting to be viewed, the message shown below will appear.

MESSAGE. PRESS 0  
FOR 5 SECS.

1. Press and hold down **0** key for 5 seconds.

The message could take up to four screens to display all the information available.

# **PANIC KEYS**

## **(FOR MANUALLY ACTIVATING SILENT AND/OR AUDIBLE ALARMS)**

### **Using Panic Keys**

Your system may have been programmed to use special key combinations to manually activate panic functions. The functions that might be programmed are Silent Emergency, Audible Emergency, Personal Emergency, and Fire. See your installer for the function(s) that may have been programmed for your system.

#### **Active Panic Functions**

(your installer should note which function(s) is active in your system)

Keys	Zone	Function
1 and *	95	
3 and #	96	
* and #	99	
A*	95	
B*	99	
C*	96	

\* May not be present on your console(s).

To use a paired key panic function, simply press both keys of the assigned pair at the same time. If your console(s) have lettered keys for panic functions, press the designated key and hold down for at least 2 seconds to activate the panic function.

A **silent emergency** will send a silent alarm signal to the central station, but there will be no audible alarms or visual displays.

An **audible emergency** will send an emergency message to the central station (if connected) and will sound a loud, steady alarm at your console **and** at any external sounders that may be connected (**ALARM** plus a zone number would also be displayed).

A **personal emergency** alarm will send an emergency message to the central station (if connected) and will sound at Consoles, but not at external bells or sirens. (**ALARM** plus a zone number would also be displayed)

A **fire alarm** will send a fire alarm message to the central station and will uniquely sound external bells and sirens (**FIRE** plus a zone number would also be displayed).

# ACCESS DOOR CONTROL

## General Information

Your system may be set up such that a locked access door (such as in a lobby) can be unlocked using a console command. Ask your installer if this has been done in your system.

### To activate this relay:

1. Enter your security code and press **0**.

The door will unlock for 2 seconds.

# USING #70 RELAY MENU MODE

## General Information

Your system may be set up so that certain lights or other devices can be turned on or off by using the #70 command from either a console or a telephone keypad (if voice module is used). Ask your installer if this has been done in your system.

**To activate relays from a console keypad**, enter 4-digit security code + [#] +70. Follow the console prompts described below.

**To activate relays using a telephone and voice module**, first dial the 2-digit phone access code. When the system acknowledges the access, enter 4-digit security code + [#] + 70. The following prompts/voice responses will begin.

ENTER DEVICE NO.  
00=QUIT                    01

**Voice:** "ENTER DEVICE CODE NOW"

Enter the 2-digit number of the device to be activated.

Note that if an invalid number is entered, the system will simply ask you to reenter the number.

NN DEVICE IS OFF  
HIT 0=OFF , 1=ON

**Voice:** "voice descriptor DEVICE nn ON/OFF. FOR voice descriptor ON  
ENTER 1, FOR voice descriptor OFF ENTER 0"

Press 0 or 1 to turn the device off or on respectively.

"nn" represents the 2-digit device number and *voice descriptor* is the relay voice descriptor programmed by the installer.

NN DEVICE IS OFF  
HIT THE "\*" KEY

**Voice:** "voice descriptor DEVICE nn ON/OFF. TO EXIT ENTER 00 NOW"

**From a console keypad**, press \* to continue. The ENTER DEVICE NO. prompt will appear.

**From a telephone keypad**, enter 00 to exit, or enter the next relay number to be programmed. The current on/off state of that relay will be annunciated as described above. Alternatively, if 6 seconds elapses with no key depression, the voice module will annunciate the "ENTER DEVICE CODE NOW" message.

# USING SCHEDULES

## Delaying the Closing Time

Your system's programmed schedules may automatically arm the system at a predetermined time. In the event a user must stay on the premises later than usual, users with master or manager authority levels can manually delay the automatic arming (closing) time up to 2 hours.

### To delay the closing time

1. Enter your security code (master or manager authority levels only).
2. Press the **#** key, followed by **82**.
3. A menu prompt will be displayed, asking for the number of hours of delay.

CLOSING DELAY?  
HIT 0-2 HOURS

Enter the desired number of hours of delay, 1 or 2. The system will automatically exit this mode after entry.

Note that the delay is from the **scheduled closing time**, not from the time the command is entered.

**Important:** The selected delay cannot be **reduced** once it is set. A 1 hour delay can be **increased** to 2 hours, though.

4. The system will automatically send a message to the central station informing them that the programmed schedule has been changed.

# USING SCHEDULES

## **Temporary Open/Close Schedules**

Temporary schedules allow you to override the normal schedules programmed by the installer. Temporary schedules can be in effect for up to one week, and take effect as soon as they are programmed.

Schedules are comprised of an arming (closing) time window and a disarming (opening) time window. A time window is simply a defined period of time, at the end of which arming or disarming will occur.

Before programming a temporary schedule, use a worksheet similar to the one below to plan your schedule. This will make it easier when actually programming the schedule.

Arm/Disarm Windows	Mon	Tue	Wed	Thu	Fri	Sat	Sun
<b>Disarm Window</b>							
Start Time HH:MM							
Stop Time HH:MM							
<b>Arm Window</b>							
Start Time HH:MM							
Stop Time HH:MM							

# USING SCHEDULES

## Programming Temporary Schedules

Temporary schedules only affect the partition from which it is entered. Temporary schedules can be reused at later dates simply by scrolling (by pressing #) to the DAYS? prompt (described below) and activating the appropriate days. This should be considered when defining daily time windows. Note that only users with authority level of manager or higher can program temporary schedules.

### To program temporary schedules:

1. Enter your security code.
2. Press the **#** key followed by **81**.
3. The following prompts will appear.

Mon DISARM WIND.  
07:45AM 08:45AM

The cursor will be positioned on the tens of hours digit of the start time for Monday's disarm window. Enter the desired hour. Press \* to move to the minutes field. The minutes are entered in the same manner. The AM/PM indication is changed by hitting any key, 0-9, while the cursor is under the letter A/P position. Repeat for the stop time entry. Press the \* key to move to the arming window for Monday.

Press # to move to the next screen display without making changes.

Mon ARM WINDOW  
07:45AM 08:45AM

The cursor will be positioned on the tens of hours digit of the start time for the arm window. Repeat the previous steps to enter the start and stop time for Monday's arming window.

# USING SCHEDULES

Tue DISARM WIND.  
07:45AM 08:45AM

Days ? MTWTFSS  
Hit 0-7 x x

After the windows for that day have been completed, the system will prompt for disarm and arm time windows for the next day. Repeat the procedure for all days of the week. When all of the days have been completed, the system will ask which days are to be activated.

This is the prompt that actually activates the temporary schedule, and allows the temporary schedule to be customized to a particular week's needs. To select the days which are to be activated, enter the desired number 1-7 (Monday = 1). An "X" will appear under that day, indicating the previously entered schedule for that day is active. Entering a day's number again will deactivate that day. Pressing 0 will turn all days on/off.

The temporary schedule will only be in effect for the days which have the letter x underneath them. As the week progresses, the days are reset to the deactive state.

When completed, press \* to exit the temporary schedule entry mode.

# PROGRAMMING DEVICE TIMERS

## General Information

Device timers consist of an ON time & an OFF time, and selected days of the week in which they are active. There are up to 20 timers that can be used to control various devices, such as lights or appliances. Your installer will have programmed the appropriate devices into the system (up to 16 devices can be programmed).

Each timer controls a single device (designated as an output number) that you select. For example, timer 1 might be set to turn the porch lights on at 7:00pm and turn them off at 11:00pm. Timer 2 might turn on the air conditioner Monday-Friday at 4:30pm to cool the premises before you arrive at 5:00pm, and turn it off at 10:00pm when you are retiring for the night. If desired, different timers can control the same device. For example, timer 2 could be used Monday-Friday as in the previous example, and timer 3 could be set to turn the air conditioner on and off at different times Saturday and Sunday.

To enter the device timer menu mode:

1. Enter your security code, then press the  key followed by 83.

Output Timer # ?  
01-20,00=Quit 01

Up to 20 timers can be programmed. Each timer is identified by a number 1-20. Enter the desired timer number to be programmed (1-20). Press \* to accept entry.

06 07:00P 11:45P  
PORCH LITE 04

If that timer number has already been programmed, a summary screen will appear. In this example:

06 = Timer #; 04 = Output Device # affected by this timer  
PORCH LITE = Output Descriptor for Device # 4  
07:00PM = Start Time; 11:45PM = Stop Time

Press \* to continue.

Enter the desired output device number (1-16). As the number is entered, the device's description will appear.

To delete a previously programmed timer, enter 00 as the output number.

00 Enter Output#  
00

See your installer for device numbers.

# PROGRAMMING DEVICE TIMERS

00 ON TIME ?  
00:00 PM

Enter the time you want the device turned on using 00:01 - 11:59 format. When the display shows the desired time, press the \* key to move to the AM/PM field. Press any key 0-9 to change the AM/PM indication.

Enter 00:00 if this timer is not being used to turn something ON for the days selected below. (ex. using one timer to turn lights on one day and using another timer to turn them off on another day).

00 OFF TIME ?  
00:00 PM

Enter the time you want the device turned off using 00:01 - 11:59 format. When the display shows the desired time, press the \* key to move to the AM/PM field. Press any key 0-9 to change the AM/PM indication.

Enter 00:00 if this timer is not being used to turn something OFF for the days selected below. (ex. using one timer to turn lights on one day and using another timer to turn them off on another day).

00 Days? MTWTFSS  
Hit 0-7    x x

Select the days on which the device is to be activated by entering 1-7 (Monday = 1). An "X" will appear under that day, indicating the output for that day is active. Entering a day's number again will deactivate that day. Pressing 0 will turn all days on/off. The outputs will only be in effect for the days which have the letter x underneath them. As the week progresses, the selected days are reset to the deactive state, unless the permanent option is selected (next screen prompt). When completed, press \* to continue.

00 Permanent ?  
0 = NO,1 = YES 0

Answering 1 (yes) means the system will continue executing this timer on a continuous basis. An answer of 0 means execute each day's output only once.

# TESTING THE SYSTEM

## (TO BE CONDUCTED WEEKLY)

### Using the **5** TEST Key

The **TEST** key puts your system into Test mode, which allows each protection point to be checked for proper operation.

1. Disarm the system and close all protected windows, doors, etc. **READY** should be displayed.
2. Enter your security code and press the **TEST** **5** key.
3. The external sounder should sound for 3 seconds and then turn off. If the sounder does not sound, it may be due to dialer communication activity. Wait a few minutes and try again. If the sounder still does not sound, **CALL FOR SERVICE IMMEDIATELY**.
4. The console will sound a single beep every 15 seconds as a reminder that the system is in Test mode. Each time a protection zone is faulted (opened), the console should beep three times. If the sounder does not sound, **CALL FOR SERVICE IMMEDIATELY**.

**Note that no alarm reports will be sent to the central monitoring station while the system is in Test mode.**

# TESTING THE SYSTEM

## Testing Your System

1. Open and close each protected door and window in turn and listen for three beeps. The identification of each faulted protection point should appear on the display.
2. Walk in front of any interior motion detectors (if used) and listen for three beeps as movement is detected. The identification of the detector should appear on the display when it is activated.
3. Follow the manufacturer's instructions to test all smoke detectors to ensure that all are functioning properly. The identification of each detector (or the zone number of the zone assigned to the detector) should appear on the display when each is activated.
4. When all protection points have been checked, there should be no zone identification numbers displayed. If a problem is experienced with any protection point (no confirming sounds, no display), CALL FOR SERVICE IMMEDIATELY.
5. Turn off Test mode by entering the security code and pressing the **OFF** key.

# TROUBLE CONDITIONS

## Typical "Check" Displays

The word **CHECK** on the Console's display, accompanied by a rapid "beeping" at the Console, indicates that there is a trouble condition in the system.

To silence the beeping sound for "check" conditions, press any key.

1. A display of "**CHECK**" accompanied by a display of "**CALL SERVICE**" indicates that a problem exists with the system that eliminates some of the protection. CALL FOR SERVICE IMMEDIATELY.
2. A display of "**CHECK**" accompanied by a display of one or more zone descriptors indicates that a problem exists with those zone(s)\*. First, determine if the zone(s) displayed are intact and make them so if they are not. If the problem has been corrected, the display of the zone descriptor(s) and **CHECK** should disappear. If not, key an OFF sequence (Code plus OFF) to clear the display. If the display persists, CALL FOR SERVICE IMMEDIATELY.
3. A display of "**COMM. FAILURE**" at the Console indicates that a failure has occurred in the telephone communication portion of your system. CALL FOR SERVICE IMMEDIATELY.
4. A display of "**SYSTEM LO BAT**", accompanied by a once per minute "beeping" at the Console indicates that a low system battery condition exists. CALL FOR SERVICE IMMEDIATELY.
5. A display of "**LO BAT**" and a zone descriptor, accompanied by a once per minute "beeping" at the Console indicates that a low battery condition exists in the wireless transmitter\*\* displayed. CALL FOR SERVICE IMMEDIATELY.
6. A display of "**MODEM COMM**" indicates that the control is on-line with the central station's remote computer. The control will not operate while on-line.

\* Note that zone numbers 88-91 represent problems with wireless receivers, which are not user serviceable. CALL FOR SERVICE IMMEDIATELY.

\*\* Not all systems employ wireless transmitters.

# **TROUBLE CONDITIONS**

## **Power Failure**

If the **POWER** indicator is off, operating power for the system has stopped and is inoperative. CALL FOR SERVICE IMMEDIATELY. If the **POWER** indicator is on, but the message "**AC LOSS**" is displayed, the Console is operating on battery power only. If only some lights are out on the premises, check circuit breakers and fuses and reset or replace as necessary. CALL FOR SERVICE IMMEDIATELY if AC power cannot be restored.

## **Non-Alpha Console Displays**

The following displays will appear on non-alpha consoles when the associated trouble condition (previously described) is present.

97 = CALL SERVICE

FC = COMM FAILURE

BAT = SYSTEM LO BAT (if no zone number) or LO BAT (if zone number shows)

CC = MODEM COMM

NO AC = AC LOSS

## **SERVICING INFORMATION**

Your local Ademco dealer is the person best qualified to service your alarm system. Arranging some kind of regular service program with him is advisable.

Your local Ademco dealer is:

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_

# **FIRE ALARM SYSTEM (IF INSTALLED)**

## **General**

Your fire alarm system (if installed) is on 24 hours a day, providing continuous protection. In the event of an emergency, the installed smoke and heat detectors will automatically send signals to your Control/Communicator, triggering a loud, interrupted sound from the Console. An interrupted sound will also be produced by optional exterior sounders. A FIRE message will appear at your Console and remain on until you silence the alarm.

## **In Case Of Fire Alarm**

1. Should you become aware of a fire emergency before your detectors sense the problem, go to your nearest Console and manually initiate an alarm by pressing the panic key pair assigned as FIRE emergency (if programmed by the installer) and hold down for at least 2 seconds.
2. Evacuate all occupants from the premises.
3. If flames and/or smoke are present, leave the premises and notify your local Fire Department immediately.
4. If no flames or smoke are apparent, investigate the cause of the alarm. The zone descriptor of the zone(s) in an alarm condition will appear at the Console.

## **Silencing A Fire Alarm**

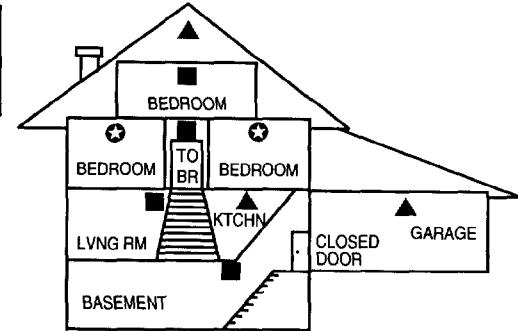
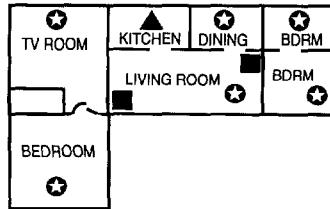
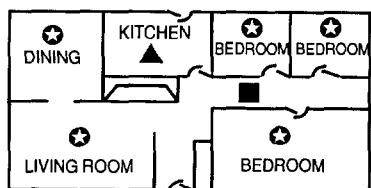
1. Silence the alarm by entering your code and pressing the **OFF** key. To clear the display, enter your code and press the **OFF** key again.
2. If the Console does not indicate a READY condition after the second OFF sequence, press the **READY** key to display the zone(s) that are faulted. Be sure to check that smoke detectors are not responding to smoke or heat producing objects in their vicinity. Should this be the case, eliminate the source of heat or smoke.
3. If this does not remedy the problem, there may still be smoke in the detector. Clear it by fanning the detector for about 30 seconds.
4. When the problem has been corrected, clear the display by entering your code and pressing the **OFF** key.

# NATIONAL FIRE PROTECTION ASSN. RECOMMENDATIONS ON SMOKE DETECTORS

With regard to the number and placement of smoke/heat detectors, we subscribe to the recommendations contained in the National Fire Protection Association's Standard #74 noted below.

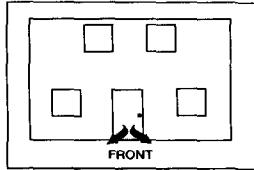
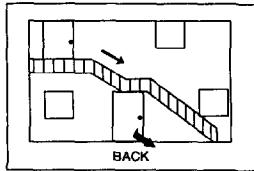
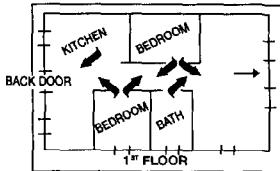
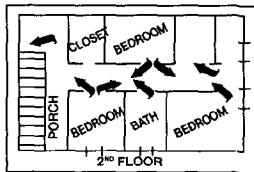
Early warning fire detection is best achieved by the installation of fire detection equipment in all rooms and areas of the household as follows: A smoke detector installed outside of each separate sleeping area, in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements and excluding crawl spaces and unfinished attics.

In addition, it is recommended that the householder consider the use of heat or smoke detectors in the living room, dining room, bedroom(s), kitchen, hallway(s), attic, furnace room, utility and storage rooms, basements and attached garages.



- Smoke Detectors for Minimum Protection
- ★ Smoke Detectors for Additional Protection
- ▲ Heat-Activated Detectors

# EMERGENCY EVACUATION



Establish and regularly practice a plan of escape in the event of fire. The following steps are recommended by the National Fire Protection Association:

1. Plan on your detector or your interior and/or exterior sounders warning all occupants.
2. Determine two means of escape from each room. One path of escape should lead to the door that permits normal exit from the building. The other may be a window, should your path be unpassable. Station an escape ladder at such windows if there is a long drop to the ground.
3. Sketch a floor plan of the building. Show windows, doors, stairs and rooftops that can be used to escape. Indicate escape routes for each room. Keep these routes free from obstruction and post copies of the escape routes in every room.
4. Assure that all bedroom doors are shut while you are asleep. This will prevent deadly smoke from entering while you escape.
5. Try the door. If the door is hot, check your alternate escape route. If the door is cool, open it cautiously. Be prepared to slam the door if smoke or heat rushes in.
6. Crawl in the smoke.
7. Escape quickly; don't panic.
8. Establish a common meeting place outdoors, away from your house, where everyone can meet and then take steps to contact the authorities and account for those missing. Choose someone to assure that nobody returns to the house — many die going back.

# MAINTAINING YOUR SYSTEM

## Taking Care of Your System

### Replacing Batteries in Wireless Sensors

Wireless sensors may not have been used in your security system

The components of your security system are designed to be as free of maintenance as possible. However, there are some things you can do to make sure that your system is in reliable working condition.

1. Test your system weekly.
2. Test the system after any alarm occurs (see *TESTING THE SYSTEM*).

Each wireless sensor in your system has a 9-volt battery. The system detects a low battery in any wireless sensor, including smoke detectors, the optional personal emergency transmitter, and the optional portable wireless keypad. (A low battery in a portable wireless keypad is detected as soon as one of its keys is pressed, and the console will display **00**.)

Alkaline batteries provide a minimum of 1 year of operation, and in most units and applications, provide 2–4 years of service. Actual battery life will depend on the environment in which the sensor is used, the number of signals that the transmitter in the sensor has had to send, and the specific type of sensor. Factors such as humidity, high or low temperatures or large swings in temperature, may all lead to the reduction of actual battery life in an installation.

**If you have a low battery in a wireless sensor, a low battery message is displayed on the console.**

In addition, a battery-operated smoke detector with a low battery also emits a single "chirp" sound once approximately every 20-30 seconds, identifying itself as the smoke detector with the weak battery. If you do not replace a smoke detector's low battery, the smoke detector may sound continuously, as if there were a fire alarm.

**Note:** The low battery message comes on as a warning that battery replacement in indicated sensor(s) is due within 30 days. In the meantime, the sensor(s) causing the low battery indication is still fully operational.

**Important:** Use only batteries recommended by your installer as replacement.

# MAINTAINING YOUR SYSTEM

## **Silencing Low Battery Warning Tones at the Console**

The console's warning tones can be silenced by performing an OFF sequence (code plus OFF key), but the Console's low battery message display will remain on as a reminder that you have a low battery condition in one or more of your sensors. When you replace the weak battery with a fresh one, the sensor will send a "good battery" signal to the control as soon as the sensor is activated (opening/closing of door, window, etc.), causing the low battery display to turn off. If the sensor is not activated, the display will automatically clear within approximately 1 hour.

**Routine Care**

- Treat the components of your security system as you would any other electrical equipment. Do not slam sensor-protected doors or windows.
- Keep dust from accumulating on the console and all protective sensors, particularly on motion sensors and smoke detectors.
- The console and sensors should be cleaned carefully with a dry soft cloth. ***Do not spray water or any other fluid on the units.***

# QUICK GUIDE TO SYSTEM FUNCTIONS

FUNCTION	PROCEDURE	COMMENTS
Check Zones	Press [*]	To view faulted zones when system not ready.
Display All Descriptors	Press and hold [*] for 5 seconds	Displays all alpha descriptors programmed by installer.
Arm System	Enter code Press arming key desired (AWAY, STAY, INSTANT, MAXIMUM)	Arms system in mode selected.
Disarm System	Enter code Press OFF [1]	Disarms system and silences alarms.
Bypass zones	Enter code Press BYPASS [6] Enter zone numbers to be bypassed (use 2-digit entries)	Bypassed zones are unprotected and will not cause an alarm if violated.
Quick Bypass	Enter code Press BYPASS [6] Press [#]	Bypasses all faulted zones automatically.
Chime Mode	Enter code Press CHIME [9]	Console will sound if doors or windows are violated while system disarmed.
Test Mode	Enter code Press TEST [5]	Sounds alarm sounder and allows sensors to be tested.
View Messages	Press and hold [0] for at least 5 seconds.	Message from central station will appear.
View User Capabilities	Enter user's code Press [*] + [*]	Displays partitions & authority levels assigned to the user.

# **QUICK GUIDE TO SYSTEM FUNCTIONS**

<b>FUNCTION</b>	<b>PROCEDURE</b>	<b>COMMENTS</b>
GOTO Partition	Enter security code Press [*] Enter partition number (1-8) 0 returns to default partition	Allows a user at one console to perform functions in another partition, if that user is authorized to do so.
Add a User	Enter master/manager code Press CODE [8] Enter new user's user number Enter code for that user At prompt, enter authority for that user in this partition (1-5) Follow prompts, 1=Yes, 0=No	Master & Manager level users can add users to the system, each with its own code and authority level.
Change a user's Code	Enter master/manager code Press CODE [8] Enter user's 2-digit number Enter new code for that user Press 0 (No) at prompt.	Master & Manager level users can change their own or other users' codes.
Delete a User	Enter master/manager code Press CODE [8] Enter user no. to be deleted Enter master/manager code Press 1 (Yes) at prompt.	Master & Manager level users can delete users. A user can only be deleted by a user with higher authority level.
Self-Help	Press and hold any function key for at least 5 seconds.	Will display abbreviated instructions for the key pressed.

# SUMMARY OF AUDIBLE NOTIFICATION

(ALPHA DISPLAY CONSOLES)

SOUND	CAUSE	DISPLAY
LOUD, INTERRUPTED* Console & External	FIRE ALARM	<b>FIRE</b> is displayed; descriptor of zone in alarm is displayed.
LOUD, CONTINUOUS* Console & External	BURGLARY/AUDIBLE EMERGENCY ALARM	<b>ALARM</b> is displayed; descriptor of zone in alarm is also displayed.
ONE SHORT BEEP (not repeated) Console only	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE. c. BYPASS VERIFY	a. <b>DISARMED/READY TO ARM</b> is displayed. b. The number and descriptor of the open protection zone is displayed. c. Numbers and descriptors of the bypassed protection zones are displayed (One beep is heard for each zone displayed). Subsequently, the following is displayed: <b>DISARMED BYPASS Ready to Arm</b>
ONE SHORT BEEP (once every 15 seconds) Console only	SYSTEM IS IN TEST MODE	Opened Zone identifications will appear.
ONE BEEP every 60 sec. Console only	LOW BATTERY AT A TRANSMITTER	<b>LO BAT</b> displayed with description of transmitter.
TWO SHORT BEEPS Console only	ARM AWAY OR MAXIMUM	<b>ARMED AWAY</b> or <b>ARMED MAXIMUM</b> is displayed. Red ARMED indicator is lit.
THREE SHORT BEEPS Console only	a. ARM STAY OR INSTANT  b. ZONE OPENED WHILE SYSTEM IS IN CHIME MODE. c. ENTRY WARNING**	a. <b>ARMED STAY ZONE BYPASSED</b> or <b>ARMED INSTANT ZONE BYPASSED</b> is displayed. Red ARMED indicator is lit. b. <b>CHIME</b> displayed, descriptor of open protection zone will be displayed if the [*] key is pressed. c. <b>DISARM SYSTEM OR ALARM WILL OCCUR</b> is displayed.
RAPID BEEPING Console only	a. TROUBLE b. AC POWER LOSS ALERT*** c. MEMORY OF ALARM	a. <b>CHECK</b> displayed. Descriptor of troubled protection zone is displayed. b. <b>AC LOSS</b> displayed (may alternate with other displays that may be present). c. <b>FIRE</b> or <b>ALARM</b> is displayed; descriptor of zone in alarm is displayed.
SLOW BEEPING Console only	a. ENTRY DELAY WARNING**  b. EXIT DELAY WARNING (if programmed)	a. <b>DISARM SYSTEM OR ALARM WILL OCCUR</b> is displayed. Exceeding the delay time without disarming causes alarm. b. <b>ARMED AWAY</b> or <b>ARMED MAXIMUM</b> is displayed along with <b>You May Exit Now</b>

\* If bell is used as external sounder, fire alarm is pulsed ring; burglary/audible emergency is steady ring.

\*\* Entry warning may consist of three short beeps or slow continuous beeping, as programmed by your installer.

\*\*\* Loss of system battery power is not indicated or annunciated by the console (warnings are for loss of AC power only).

# GLOSSARY

The following glossary of terms are used throughout the manual.

**ARM/DISARM:** "Armed" simply means that the burglary portion of your system is turned ON and is in a state of readiness. "Disarmed" means that the burglary system is turned OFF, and must be rearmed to become operational. However, even in a "disarmed" state, "emergency" and "fire" portions of your system are still operational.

**KEYPAD:** This is the area on your Console containing numbered pushbuttons similar to those on telephones or calculators. These keys control the arming or disarming of the system, and perform other functions which were previously described in this manual.

**ZONE:** A specific area of protection.

**PARTITION:** An independent group of zones that can be armed and disarmed without affecting other zones or users.

**BYPASS:** To disarm a specific area of burglary protection while leaving other areas operational.

**DELAY ZONE:** An area of protection containing doors most frequently used to enter or exit (typically, a front door, back door, or door from the garage into the building). The delay zone allows sufficient time for authorized entry or exit without causing an alarm. Consult your installer for the entry and exit delay times that have been set for your system during installation and record them on the separate sheet provided in this manual.

**DAY/NIGHT ZONE:** An area of protection whose violation causes a trouble indication during the disarmed (DAY) mode and an alarm during the armed (NIGHT) mode.

UL NOTICE: This is a "GRADE A" system.

## **"FEDERAL COMMUNICATIONS COMMISSION (FCC) Part 15 STATEMENT"**

This equipment has been tested to FCC requirements and has been found acceptable for use. The FCC requires the following statement for your information:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- If using an indoor antenna, have a quality outdoor antenna installed.
- Reorient the receiving antenna until interference is reduced or eliminated.
- Move the receiver away from the control/communicator.
- Move the antenna leads away from any wire runs to the control/communicator.
- Plug the control/communicator into a different outlet so that it and the receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user or installer may find the following booklet prepared by the Federal Communications Commission helpful: "Interference Handbook".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402.

The user shall not make any changes or modifications to the equipment unless authorized by the Installation Instructions or User's Manual. Unauthorized changes or modifications could void the user's authority to operate the equipment.

### **IN THE EVENT OF TELEPHONE OPERATIONAL PROBLEMS**

In the event of telephone operational problems, disconnect the control by removing the plug from the RJ31X (CA38A in Canada) telephone wall jack. We recommend that your certified installer demonstrate disconnecting the phones on installation of the system. Do not disconnect the phone connection inside the control/communicator. Doing so will result in the loss of your phone lines. If the regular phone works correctly after the control/communicator has been disconnected from the phone lines, the control/communicator has a problem and should be returned for repair. If upon disconnection of the control/communicator, there is still a problem on the line, notify the telephone company that they have a problem and request prompt repair service. The user may not under any circumstances (in or out of warranty) attempt any service or repairs to the system. It must be returned to the factory or an authorized service agency for all repairs.

## **"FEDERAL COMMUNICATIONS COMMISSION (FCC) Part 68 NOTICE**

This equipment complies with Part 68 of the FCC rules. On the front cover of this equipment is a label that contains, among other information, the FCC registration number and ringer equivalence number (REN) for this equipment. If requested, this information must be provided to the telephone company.

This equipment uses the following jacks:

An RJ31X is used to connect this equipment to the telephone network.

The REN is used to determine the quantity of devices which may be connected to the telephone line. Excessive RENs on the telephone line may result in the devices not ringing in response to an incoming call. In most, but not all areas, the sum of the RENs should not exceed five (5.0). To be certain of the number of devices that may be connected to the line, as determined by the total RENs, contact the telephone company to determine the maximum REN for the calling area.

If this equipment causes harm to the telephone network, the telephone company will notify you in advance that temporary discontinuance of service may be required. If advance notice is not practical, the telephone company will notify the customer as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if you believe necessary.

The telephone company may make changes in its facilities, equipment, operations, or procedures that could affect the operation of the equipment. If this happens, the telephone company will provide advance notice in order for you to make the necessary modifications in order to maintain uninterrupted service.

If trouble is experienced with this equipment, please contact the manufacturer for repair and warranty information. If the trouble is causing harm to the telephone network, the telephone company may request you remove the equipment from the network until the problem is resolved.

There are no user serviceable components in this product, and all necessary repairs must be made by the manufacturer. Other repair methods may invalidate the FCC registration on this product.

This equipment cannot be used on telephone company-provided coin service. Connection to Party Line Service is subject to state tariffs.

This equipment is hearing-aid compatible.

When programming or making test calls to an emergency number, briefly explain to the dispatcher the reason for the call. Perform such activities in the off-peak hours; such as early morning or late evening.

# CANADIAN DEPARTMENT OF COMMUNICATIONS (DOC) STATEMENT

## NOTICE

The Canadian Department of Communications label identifies certified equipment. This certification means that the equipment meets certain telecommunications network protective, operational and safety requirements. The Department does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connection. In some cases, the company's inside wiring associated with a single line individual service may be extended by means of certified connector assembly (telephone extension cord). The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations.

Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs or alterations made by the user to this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

Users should ensure for their own protection that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas.

**Caution:** User should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician, as appropriate.

**The Load Number (LN)** assigned to each terminal device denotes the percentage of the total load to be connected to a telephone loop which is used by the device, to prevent overloading. The termination on a loop may consist of any combination of devices subject only to the requirement that the total of the Load Numbers of all the devices does not exceed 100.

## AVIS

L'étiquette du ministère des Communications du Canada identifie le matériel homologué. Cette étiquette certifie que le matériel est conforme à certaines normes de protection, d'exploitation et de sécurité des réseaux de télécommunications. Le ministère n'assure toutefois pas que le matériel fonctionnera à la satisfaction de l'utilisateur.

Avant d'installer ce matériel, l'utilisateur doit s'assurer qu'il est permis de le raccorder aux installations de l'entreprise locale de télécommunications. Le matériel doit également être installé en suivant une méthode acceptée de raccordement. Dans certains cas, les fils intérieurs de l'entreprise utilisés pour un service individuel à la ligne unique peuvent être prolongés au moyen d'un dispositif homologué de raccordement (cordon prolongateur téléphonique interne). L'abonné ne doit pas oublier qu'il est possible que la conformité aux conditions énoncées ci-dessus n'empêche pas la dégradation du service dans certaines situations. Actuellement, les entreprises de télécommunications ne permettent pas que l'on raccorde leur matériel aux prises d'abonnés, sauf dans les cas précis prévus par les tarifs particuliers de ces entreprises.

Les réparations du matériel homologué doivent être effectuées pas un centre d'entretien canadien autorisé désigné par le fournisseur. La compagnie de télécommunications peut demander à l'utilisateur de débrancher un appareil à la suite de réparations ou de modifications effectuées par l'utilisateur ou à cause de mauvais fonctionnement.

Pour sa propre protection, l'utilisateur doit s'assurer que tous les fils de mise en terre de la source d'énergie électrique, des lignes téléphoniques de réseau de conduites d'eau s'il y en a, soient raccordés ensemble. Cette précaution est particulièrement importante dans les régions rurales.

**Avertissement:** L'utilisateur ne doit pas tenter de faire ces raccordements lui-même; il doit avoir recours à un service d'inspection des installations électriques, ou à un électricien, selon le cas.

**L'indice de charge (IC)** assigné à chaque dispositif terminal pour éviter toute surcharge indique le pourcentage de la charge totale qui peut être raccordé à un circuit téléphonique bouclé utilisé par ce dispositif. La terminaison du circuit bouclé peut être constituée de n'importe quelle combinaison de dispositifs, pourvu que la somme des indices de charge de l'ensemble des dispositifs ne dépasse pas 100.

## **WARNING!** **THE LIMITATIONS OF THIS ALARM SYSTEM**

While this system is an advanced design security system, it does not offer guaranteed protection against burglary or fire or other emergency. Any alarm system, whether commercial or residential, is subject to compromise or failure to warn for a variety of reasons.

For example:

- Intruders may gain access through unprotected openings or have the technical sophistication to bypass an alarm sensor or disconnect an alarm warning device.
- Intrusion detectors (e.g. passive infrared detectors), smoke detectors, and many other sensing devices will not work without power. Battery operated devices will not work without batteries, with dead batteries, or if the batteries are not put in properly. Devices powered solely by AC will not work if their AC power supply is cut off for any reason, however briefly.
- Signals sent by wireless transmitters may be blocked or reflected by metal before they reach the alarm receiver. Even if the signal path has been recently checked during a weekly test, blockage can occur if a metal object is moved into the path.
- A user may not be able to reach a panic or emergency button quickly enough.
- While smoke detectors have played a key role in reducing residential fire deaths in the United States, they may not activate or provide early warning for a variety of reasons in as many as 35% of all fires, according to data published by the Federal Emergency Management Agency. Some of the reasons smoke detectors used in conjunction with this System may not work are as follows. Smoke detectors may have been improperly installed and positioned. Smoke detectors may not sense fires that start where smoke cannot reach the detectors, such as in chimneys, in walls, or roofs, or on the other side of closed doors. Smoke detectors also may not sense a fire on another level of a residence or building. A second floor detector, for example, may not sense a first floor or basement fire. Moreover, smoke detectors have sensing limitations. No smoke detector can sense every kind of fire every time. In general, detectors may not always warn about fires caused by carelessness and safety hazards like smoking in bed, violent explosions, escaping gas, improper storage of flammable materials, overloaded electrical circuits, children playing with matches, or arson. Depending upon the nature of the fire and/or the locations of the smoke detectors, the detector, even if it operates as anticipated, may not provide sufficient warning to allow all occupants to escape in time to prevent injury or death.
- Passive Infrared Motion Detectors can only detect intrusion within the designed ranges as diagrammed in their installation manual. Passive Infrared Detectors do not provide volumetric area protection. They do create multiple beams of protection, and intrusion can only be detected in unobstructed areas covered by those beams. They cannot detect motion or intrusion that takes place behind walls, ceilings, floors, closed doors, glass partitions, glass doors, or windows. Mechanical tampering, masking, painting or spraying of any material on the mirrors, windows or any part of the optical system can reduce their detection ability. Passive Infrared Detectors sense changes in temperature; however, as the ambient temperature of protected area approaches the temperature range of 90° to 105°F, the detection performance can decrease.

**WARNING!**  
**THE LIMITATIONS OF THIS ALARM SYSTEM**  
**(continued)**

- Alarm warning devices such as sirens, bells or horns may not alert people or wake up sleepers if they are located on the other side of closed or partly open doors. If warning devices sound on a different level of the residence from the bedrooms, then they are less likely to waken or alert people inside the bedrooms. Even persons who are awake may not hear the warning if the alarm is muffled from a stereo, radio, air conditioner or other appliance, or by passing traffic. Finally, alarm warning devices, however loud, may not warn hearing-impaired people or waken deep sleepers.
- Telephone lines needed to transmit alarm signals from a premises to a central monitoring station may be out of service or temporarily out of service. Telephone lines are also subject to compromise by sophisticated intruders.
- Even if the system responds to the emergency as intended, however, occupants may have insufficient time to protect themselves from the emergency situation. In the case of a monitored alarm system, authorities may not respond appropriately.
- This equipment, like other electrical devices, is subject to component failure. Even though this equipment is designed to last as long as 10 years, the electronic components could fail at any time.

The most common cause of an alarm system not functioning when an intrusion or fire occurs is inadequate maintenance. This alarm system should be tested weekly to make sure all sensors and transmitters are working properly.

Installing an alarm system may make one eligible for lower insurance rates, but an alarm system is not a substitute for insurance. Homeowners, property owners and renters should continue to act prudently in protecting themselves and continue to insure their lives and property.

We continue to develop new and improved protection devices. Users of alarm systems owe it to themselves and their loved ones to learn about these developments.

# OWNER'S INSURANCE PREMIUM CREDIT REQUEST

This form should be completed and forwarded to your homeowner's insurance carrier for possible premium credit.

## A. GENERAL INFORMATION:

Insured's Name and Address: \_\_\_\_\_  
\_\_\_\_\_

Insurance Company: \_\_\_\_\_ Policy No.: \_\_\_\_\_

ADEMCO's VISTA-50 Other \_\_\_\_\_

Type of Alarm:  Burglary  Fire  Both

Installed by: \_\_\_\_\_ Serviced by: \_\_\_\_\_  
Name \_\_\_\_\_ Name \_\_\_\_\_  
Address \_\_\_\_\_ Address \_\_\_\_\_

## B. NOTIFIES (Insert B = Burglary, F = Fire)

Local Sounding Device \_\_\_\_\_ Police Dept. \_\_\_\_\_ Fire Dept. \_\_\_\_\_

Central Station  Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Phone: \_\_\_\_\_

## C. POWERED BY: A.C. With Rechargeable Power Supply

D. TESTING:  Quarterly  Monthly  Weekly  Other \_\_\_\_\_

continued on other side

## OWNER'S INSURANCE PREMIUM CREDIT REQUEST (cont.)

### E. SMOKE DETECTOR LOCATIONS

<input type="checkbox"/> Furnace Room	<input type="checkbox"/> Kitchen	<input type="checkbox"/> Bedrooms	<input type="checkbox"/> Attic
<input type="checkbox"/> Basement	<input type="checkbox"/> Living Room	<input type="checkbox"/> Dining Room	<input type="checkbox"/> Hall

### F. BURGLARY DETECTING DEVICE LOCATIONS:

<input type="checkbox"/> Front Door	<input type="checkbox"/> Basement Door	<input type="checkbox"/> Rear Door	<input type="checkbox"/> All Exterior Doors
<input type="checkbox"/> 1st Floor Windows	<input type="checkbox"/> All windows	<input type="checkbox"/> Interior locations	
<input type="checkbox"/> All Accessible Openings, Including Skylights, Air Conditioners and Vents			

### G. ADDITIONAL PERTINENT INFORMATION:

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Signature: \_\_\_\_\_ Date: \_\_\_\_\_

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## EVENT LOGGING PROCEDURES

### General Information

The system has the ability to record various events in a history log wherein each event is recorded in one of five categories (listed below), with the time and date of its occurrence. The Event Log holds up to 224 events, with the oldest event being replaced by the logging of any new event after the log is full. Using an alpha console, the Event Log can be viewed one category at a time, or can display all events, regardless of category (ALL EVENT LOG). The system also allows selection of displaying the COMPLETE log, or only those events occurring since the last installer service (RECENT). In addition, events in the other partitions can be viewed by users authorized to access those partitions. Note that events are displayed in chronological order, from most recent to oldest.

### To Display The Event Log

1. Enter CODE + [#] + [6] + [0]
2. Select the display mode.

RECENT: Displays only those events occurring since last installer service.

COMPLETE: Displays complete event log (up to 224 events).

Press the desired key, 0 or 1.

ENTER 0 = RECENT
1 = COMPLETE

3. Select the partition, 0-8.

Enter the partition number for the partition whose events are to be displayed.

Entering 0 (NO) will display all partitions' events.

SCAN LOG BY PART
0=NO 1-8=PART #

## EVENT LOGGING PROCEDURES (continued)

4. Use the [3] & [1] keys (for next and previous categories respectively) to display the categories of events.

Press [8] to select a category and display the first event. Press [8] again for each subsequent event.

Shows burglary alarm occurred in zone 3 (C03) of partition 1 (P1), at 12:02AM on January 1.

P1 01/01	12:02AM	Typical Event
BURGLARY	C03	Log Display

After the last event has been displayed, the END OF EVENT LOG message appears for a few seconds, then the system automatically displays the RECENT/COMPLETE mode select screen again (see step 2).

5. To EXIT the Event Log:  
Press [\*] at any time.

ALARM EVENT LOG	Typical Category
TYPE	CCC UUU
Select Screen	

### ALARM EVENT LOG

Displays time and date for zones that have either caused an alarm or have been restored in the selected partition.

### CHECK EVENT LOG

Displays time and date for zones that have caused a trouble or supervisory condition in the selected partition.

### BYPASS EVENT LOG

Displays time and date for zones that have been bypassed in the partition.

### OPEN EVENT LOG

Displays time, date and user number for each arming and disarming of the system for the partition selected.

### SYSTEM EVENT LOG

Displays time and date for system problems, such as AC Loss, low battery, etc., regardless of partition.

### ALL EVENT LOG

Displays all categories of events in chronological order.

See your Installer for additional  
information concerning the event log.

## **ADEMCO ONE YEAR LIMITED WARRANTY**

Alarm Device Manufacturing Company, a Division of Pittway Corporation, and its divisions, subsidiaries and affiliates ("Seller"), 165 Eileen Way, Syosset, New York 11791, warrants its security equipment (the "product") to be free from defects in materials and workmanship for one year from date of original purchase, under normal use and service. Seller's obligation is limited to repairing or replacing, at its option, free of charge for parts, labor, or transportation, any product proven to be defective in materials or workmanship under normal use and service. Seller shall have no obligation under this warranty or otherwise if the product is altered or improperly repaired or serviced by anyone other than the Seller. In case of defect, contact the security professional who installed and maintains your security equipment or the Seller for product repair.

This one year Limited Warranty is in lieu of all other express warranties, obligations or liabilities. THERE ARE NO EXPRESS WARRANTIES, WHICH EXTEND BEYOND THE FACE HEREOF. ANY IMPLIED WARRANTIES, OBLIGATIONS OR LIABILITIES MADE BY SELLER IN CONNECTION WITH THIS PRODUCT, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE OR OTHERWISE, ARE LIMITED IN DURATION TO A PERIOD OF ONE YEAR FROM THE DATE OF ORIGINAL PURCHASE. ANY ACTION FOR BREACH OF ANY WARRANTY, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTY OF MERCHANTABILITY, MUST BE BROUGHT WITHIN 12 MONTHS FROM DATE OF ORIGINAL PURCHASE. IN NO CASE SHALL SELLER BE LIABLE TO ANYONE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, OR UPON ANY OTHER BASIS OF LIABILITY WHATSOEVER, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY THE SELLER'S OWN NEGLIGENCE OR FAULT. Some states do not allow limitation on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

Seller does not represent that the product may not be compromised or circumvented; that the product will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; or that the product will in all cases provide adequate warning or protection. Buyer understands that a properly installed and maintained alarm may only reduce the risk of a burglary, robbery, fire or other events occurring without providing an alarm, but it is not insurance or a guarantee that such will not occur or that there will be no personal injury or property loss as a result. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. HOWEVER, IF SELLER IS HELD LIABLE, WHETHER DIRECTLY OR INDIRECTLY, FOR ANY LOSS OR DAMAGE ARISING UNDER THIS LIMITED WARRANTY OR OTHERWISE, REGARDLESS OF CAUSE OR ORIGIN, SELLER'S MAXIMUM LIABILITY SHALL NOT IN ANY CASE EXCEED THE PURCHASE PRICE OF THE PRODUCT, WHICH SHALL BE THE COMPLETE AND EXCLUSIVE REMEDY AGAINST SELLER. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. No increase or alteration, written or verbal, to this warranty is authorized.



**ALARM DEVICE MANUFACTURING CORPORATION**  
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